The Learning Company™

Reader Rabbit™

and the Fabulous Word Factory

Author: Leslie Grimm, Ph.D.
Manual by: Janet Joers

The Learning Company
545 Middlefield Road
Menlo Park, CA 94025

ABOUT THE AUTHOR

Leslie Grimm, Ph.D., has designed and programmed many award-winning TLC learning games, among them the Bumble, Gertrude and Moptown series. With more than a decade of experience in working with children, Dr. Grimm began creating learning software to utilize the power of the microcomputer as a child's learning tool. Prior to programming for The Learning Company, Dr. Grimm earned degrees from Stanford University and the University of Washington.

Reader Rabbit
and the Fabulous Word Factory

Reader Rabbit runs on:
- ☐ Apple II, 48K with Applesoft
- ☐ Apple II+, 48K
- ☐ Apple IIe

With:
- ☐ Disk] [
- ☐ Monitor or TV (color recommended)

Optional:
- ☐ Self-centering joystick
- ☐ KoalaPad™ Touch Tablet

For:
- ☐ Ages 5-7

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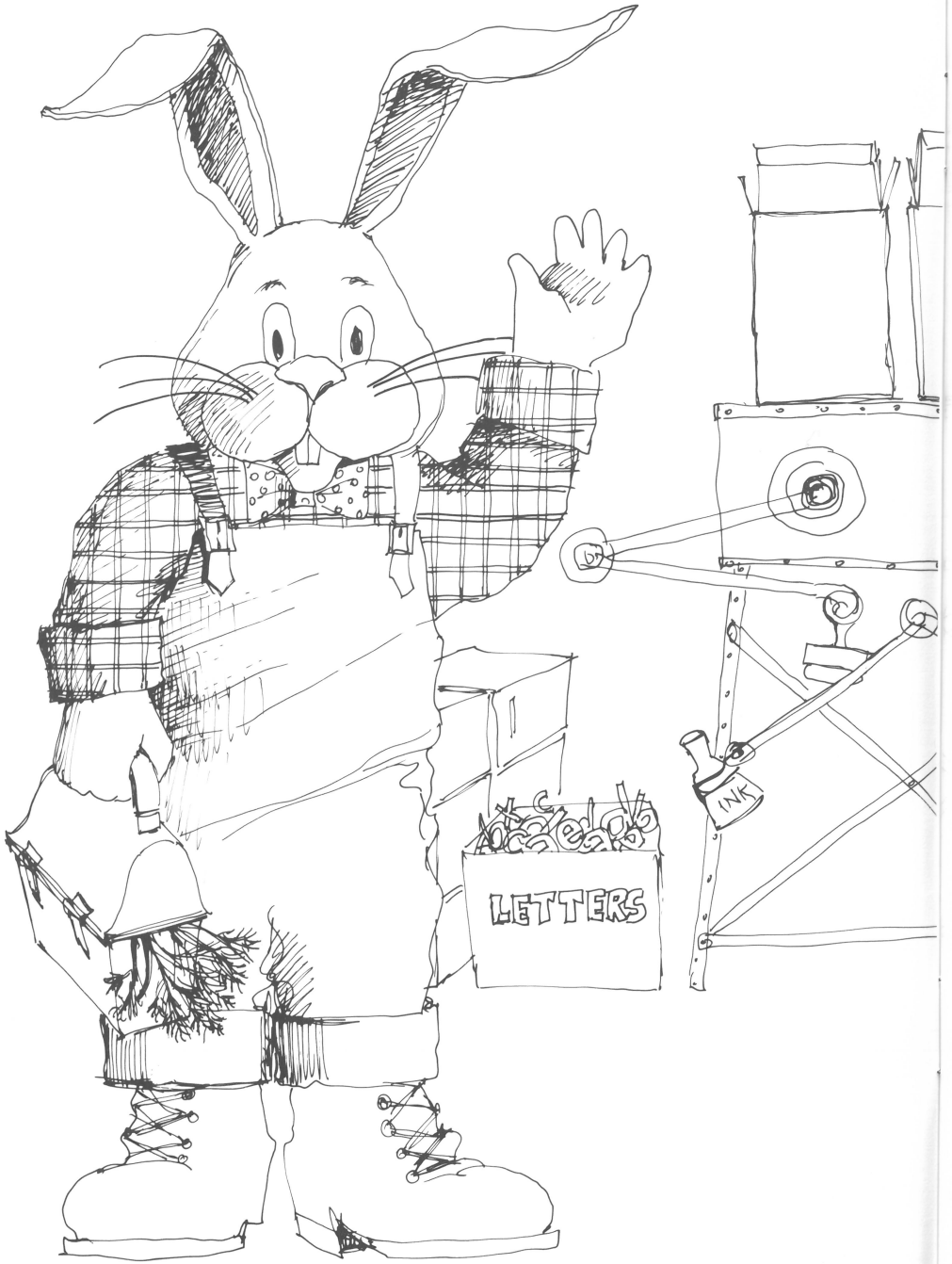


WELCOME TO READER RABBIT

Meet Reader Rabbit — your tour guide on a trip through the Fabulous Word Factory! It's an exciting place to learn reading skills, and Reader Rabbit has marvelous machines to help you.

Inside the factory, you'll use machines to store words on shelves or drop them into a trash can. You'll get to label cartons for shipping that have colorful pictures on them. And you'll even get to load words on a train and see it head off for faraway places. Reader Rabbit is there to cheer you on. He'll dance and tumble for you, and help you play his favorite card game with words and pictures.

Wonderful things happen inside the Word Factory. But with the help of Reader Rabbit and his marvelous machines, learning to read is the most wonderful thing of all.

TO PARENTS OR HELPERS

Reader Rabbit is a new approach to helping children develop important reading skills in an enjoyable way. The program is ideal for children who can name at least half of the letters in the alphabet.

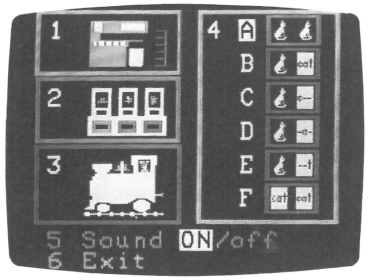
The first three games increase in difficulty, so beginners might play them in order. They first learn to identify letters, then sort them into words, and then sequence words according to a special rule. The last game can be played at any time, but there are six ways to play it with the easiest first. Here, children match pictures, words, and parts of words and improve their memory and concentration skills.

To get started with Reader Rabbit, nonreaders will need help learning which keys to use and how to play each game. This manual is designed to be read by parents or helpers so that they can guide children who are learning to play the games. You may want to read the manual and play the games yourself before introducing them to your children. Then, you can guide them as they play each game until they feel comfortable. With a little help at the beginning, children will be on their own for hours of fun.

This symbol marks special hints which can help children with the games. To see what your children are learning, turn to THE LEARNING LIST on page 23.

Quick Start! Manual pages 7 through 9 give all the basic information for playing the games.

GETTING STARTED



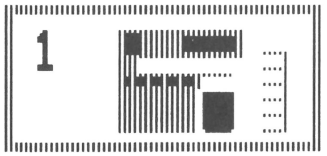
Put the Reader Rabbit disk in the disk drive and close the door. Turn on the computer.

After the title picture, the picture menu will appear. Here you can choose games, turn the sound on or off, or exit the program.

If you're going to use the keyboard and you have a joystick or paddles installed, set them to a center position before selecting a game.

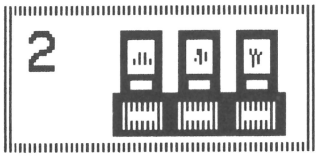
1. SORTER

Match words to a target pattern such as: c--, or -a-, or --t.



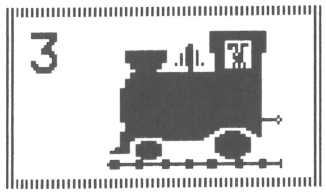
2. LABELER

Unscramble letters to spell words that name pictures.



3. WORD TRAIN

Load a train with words that differ by one letter from the word before.



4. MATCHUP

Match pictures, words, and parts of words in a memory card game. There are six ways to play this game — the first is the easiest:

A match a picture with a picture.

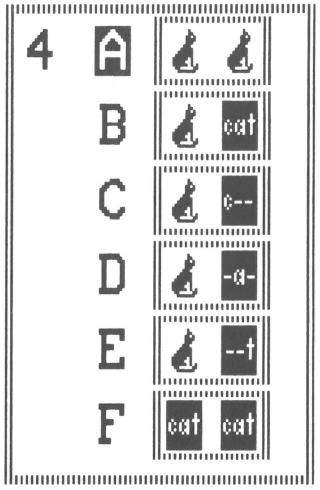
B match a picture with a word.

C match a picture with a beginning letter.

D match a picture with a middle letter.

E match a picture with an ending letter.

F match a word with a word.



HOW TO CHOOSE A GAME

To choose one of the first three games, press its number. To choose the fourth game, press the letter of the option you want — A, B, C, D, E, or F. After that letter lights up, press [4] to choose the game.*

For first time players, choose the first game, Sorter, or Matchup A. These are the easiest ones to play.

SOUND

The highlighted "ON" box means the sound is on in the games. Press [5] to turn the sound off. Press [5] again to turn the sound back on.

EXIT

Press [6] to stop playing Reader Rabbit.

*Remember, if you're using the keyboard and have a joystick or paddles installed, set them to a center position or zero before selecting a game.

SPECIAL KEYS/JOYSTICK/TOUCH TABLET

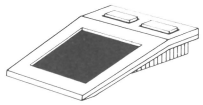
This chart shows all the keys used to play the games.

KEY		FUNCTION
APPLE II and II+	**APPLE IIe**	
I J K or or ← → M	↑ ← → ↓	*Moves the hand pointer up, down, left, and right*
SPACEBAR	SPACEBAR	*Selects a letter, word, or picture.* *Starts a game.* *Clears away a game.*
ESC	ESC	*Returns you to the menu. You can press* ESC *at any time.*
?	?	*Gives you instructions for each game. You can press* ? *at any time.*
*	*	*Lets you change options in the Sorter, Labeler, and Matchup games.*

If you have an Apple II or Apple II+ you may want to mark the I, J, K, M keys with stickers or tape to help your child locate them. Or you can write the letters on a 3X5 card with arrows and place it near the computer.

Self-Centering Joystick: Press the lever a short distance in the direction you want to go and let it return to center. The hand will move one position.

Press either button on joystick instead of spacebar to select a letter, word or picture; start a game or clear away a game.

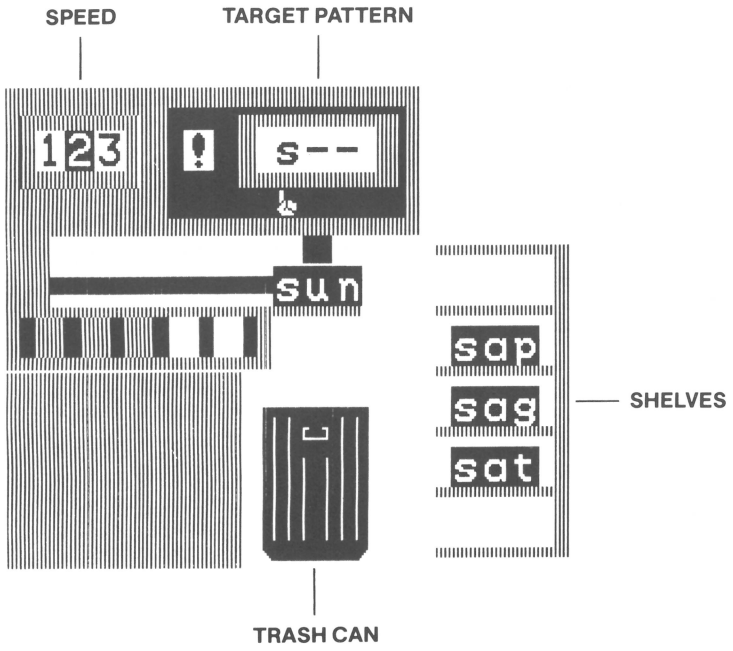


KoalaPad™ Touch Tablet: Use the overlay on page 35. Tap the arrow that points in the direction you want to move. One tap moves the hand pointer one space. Press either button on the touch tablet instead of spacebar to select a letter, word or picture; start a game or clear away a game.

THE GAMES

1. SORTER

To run the Sorter machine, you need to match words to the target pattern shown at the top of the machine. Put words that match on the shelves. Let words that don't match fall in the trash can. Try to fill all five shelves with words that match the target pattern.



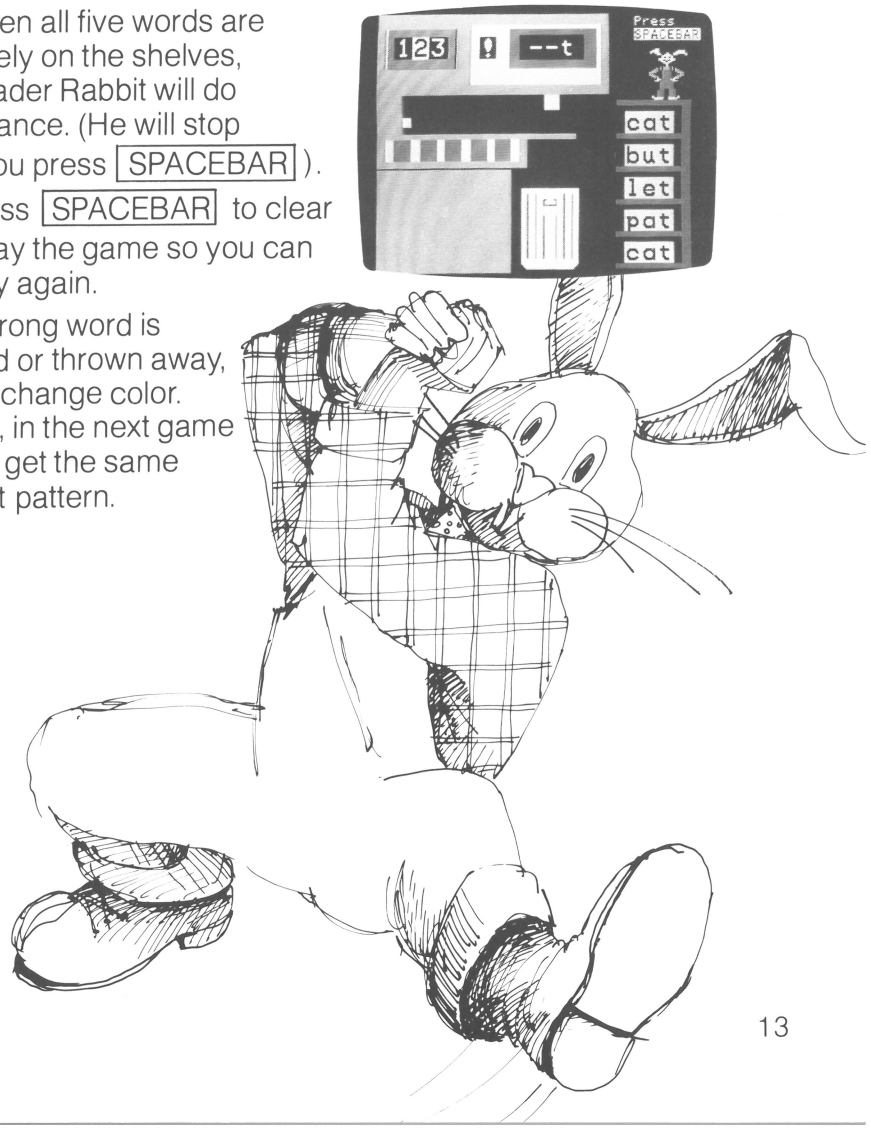
Fill the shelves with words that match the target pattern. Here, match words that begin with "S."

HOW TO PLAY

- Press SPACEBAR to start the game.
- Watch a word slide out of the machine. If it matches the target pattern:
  - — Press SPACEBAR to save the word on a shelf.

  If it does not match:
  - — **Do nothing** and it will drop into the trash can by itself.
- When all five words are safely on the shelves, Reader Rabbit will do a dance. (He will stop if you press SPACEBAR).
- Press SPACEBAR to clear away the game so you can play again.

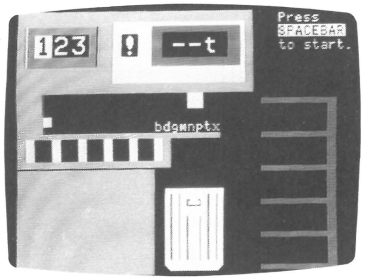
If a wrong word is saved or thrown away, it will change color. Then, in the next game you'll get the same target pattern.



HOW TO CHANGE THE GAME

Before you press [SPACEBAR] to start a game, you can change:

- the speed of the game.
- the target pattern.
- the target letter.



SPEED

Change the speed from slow ([1]), to medium ([2]), or fast ([3]) by pressing the number you want. When the speed is set for slow, you can make the words drop even sooner into the trash can. Press [↓] (Apple IIe) or [M] (Apple II or II+) so you won't have to wait.

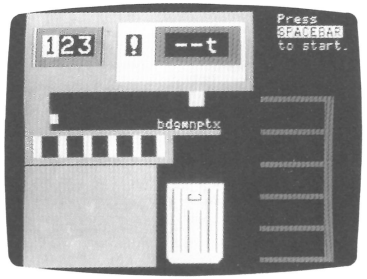
It's best not to show your children how to make the words drop sooner until they are very comfortable with the keyboard.

TARGET PATTERN

The game uses random target patterns and letters when the hand pointer is under the exclamation point (!). To set the position of the target letter ("target pattern") to a beginning, middle, or ending letter, move the hand to the position you want under the target box. Use [←] and [→] keys or [J] and [K] keys to move the hand. A random target letter will appear in the selected position.

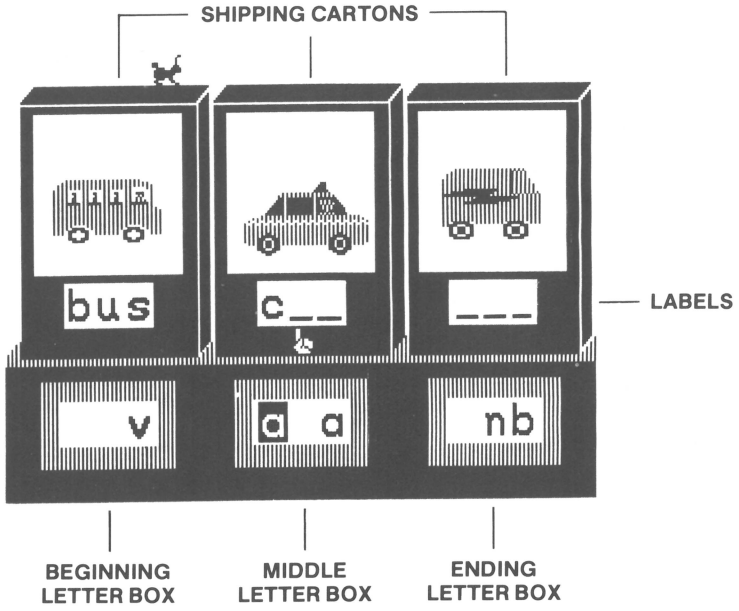
TARGET LETTER

After you've selected a target pattern, press [*] to see what other letters you can use. The letters will appear below the target box. Type the letter you want and it will appear in the target box. (NOTE: You cannot select a letter if the hand pointer is under "!".)



2. LABELER

Label the pictures on the shipping cartons by moving the letters from the boxes to the labels. The letters in the left box are beginning letters. They belong on the first lines on the labels. The letters in the middle box belong on the middle lines. The letters in the right box belong on the last lines. When all the letters are in the right places, the labels will spell the words for the pictures on the cartons.

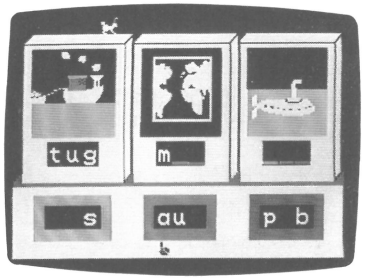


Make a label for each picture.

HOW TO PLAY

Encourage your child to study the first screen of the pictures and words. It shows how the words are spelled and where they go.

- Press SPACEBAR to start the game.
- Use the ← and → keys or J and K keys to move the hand pointer to a letter you want.
- Press SPACEBAR to choose this letter. It will change color and the hand will move to one of the labels.
- Move the hand to the label where you think the letter belongs.
- Press SPACEBAR to put the letter in the label. If the letter belongs there, it will stay put. If not, it will return to the box so you can choose another letter.



- Move all the letters to the labels where they belong. Then press SPACEBAR to drop the boxes downstairs to the shipping room.

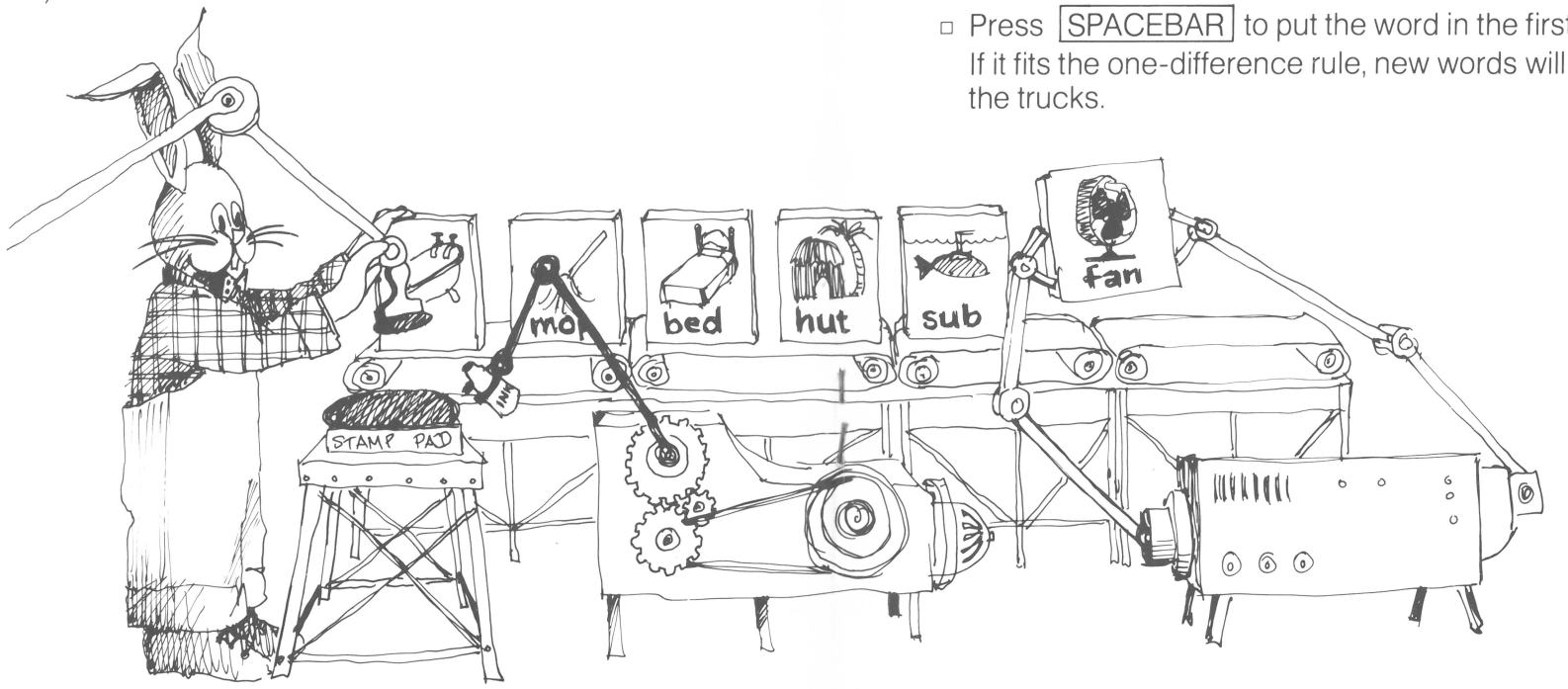
When you do everything correctly, Reader Rabbit will perform a tumbling act, and then you'll see new pictures for your next game.(He will stop tumbling if you press SPACEBAR.) Otherwise, Reader Rabbit will rearrange the cartons and letters for the next game.

HOW TO CHANGE THE GAME

You can choose a different set of pictures at any time.

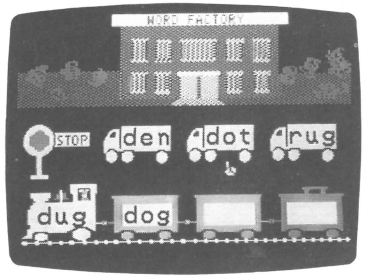
- Press * to see the list of picture sets.
- Press the number of the picture set you want.

Each picture set has six or more different pictures. There are over 70 pictures in all! (See the Picture-Word List on page 30.)



3. WORD TRAIN

Fill the train with words from the Word Factory trucks. Each word you put in a train car must differ by just one letter from the word in front of it (Reader Rabbit's "one-difference rule").

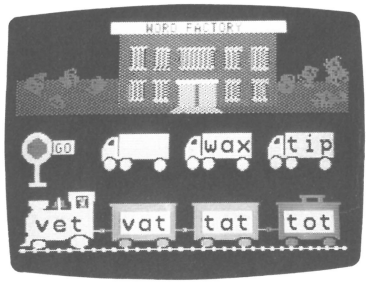


Fill the train with words that differ by one letter from the word before.

HOW TO PLAY

- Look at the word in the locomotive. Find a word in one of the trucks that has only one letter different.
- Use the ← and → keys or J and K keys to move the hand pointer under that truck.
- Press SPACEBAR to put the word in the first train car. If it fits the one-difference rule, new words will appear in the trucks.

- Find a new word in the trucks that differs by only one letter from the last word you put on the train. Keep loading words in the train cars until the train is full. Can you make the whole train roll off?*



- If the word you pick doesn't fit the one-difference rule, it will change color and won't go in the train car. Press SPACEBAR and the loaded cars will roll off. Then you can play again with a new set of words.

Help your child compare the word in the train with the words in the trucks. Point to the words one at a time. Ask these questions about each word in the trucks:

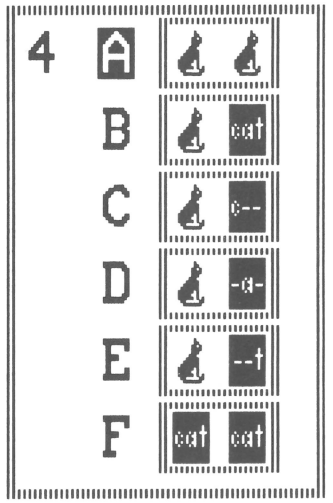
- Does it have the same beginning letter (as the word in the train)?
- Does it have the same middle letter?
- Does it have the same ending letter?

One "no" means that you've found the word that belongs in the train car.

*You can press spacebar after the train is *full* to bypass the song and stop the train from rolling off. This will allow you to start the next game more quickly if you wish.

4. MATCHUP

Matchup is a memory game where you match pairs of cards. By choosing different options from the menu, you can match pictures to pictures (A), pictures to words (B), pictures to parts of words (C, D, E), or words to words (F).

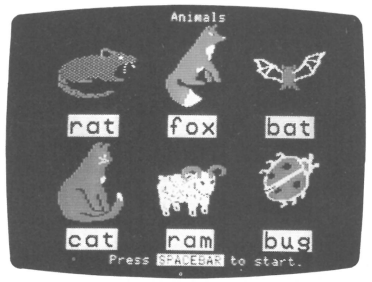


For first time players, choose option A from the menu. This is the easiest way to play the game.

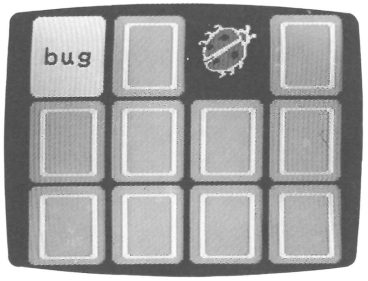
HOW TO PLAY

Encourage your child to study the first screen. It shows the pictures, words, or parts of words that are used in the game.

- Press SPACEBAR to start this game.
- Use the arrow keys ↑, ←, →, ↓ or I, J, K, M to move the hand pointer to any card you want.



- Press SPACEBAR to turn the card over and see the picture, word, or part of a word.
- Move the hand to another card and press SPACEBAR to turn that card over. If the two cards match, they will disappear. If they don't match, the cards will flip over again.
- Continue turning cards over and keep trying to match them up. When you've matched all the cards, you'll see all the word-picture pairs.



Matchup B — Match pairs of cards until all cards disappear.

If it took a lot of turns to find the cards, you'll get the same cards in the next game. Otherwise, you'll play the same game with new cards.

Matchup is a good game to play with friends.

HOW TO CHANGE THE GAME

At any time, you can choose a different set of cards and change the game.

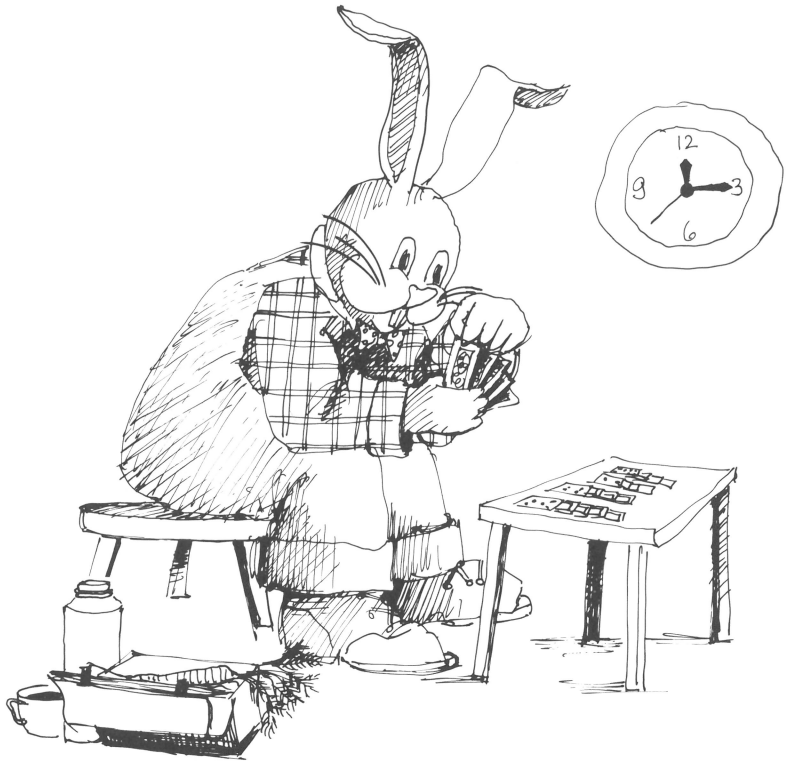
- Press * to see your choices.
- Press the number of the card set you want.
- Press the letter of the option you want.
- Press RETURN to return to the game.

THE LEARNING LIST

Reader Rabbit provides children with a playful and exciting way to learn important reading skills and increase their vocabulary. Using over 200 three-letter words, each of the first three games builds on the skills from the game before it. The fourth game reinforces those skills in six different ways.

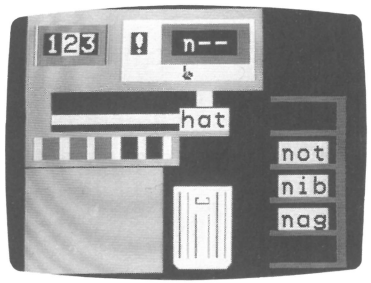
At first, children learn to recognize letters and their locations in consonant-vowel-consonant (C-V-C) words with short vowels. Next, they unscramble letters to spell over 70 words that match pictures. Then, they use logic to compare words and identify those that differ by just one letter. The last game gives children an opportunity to apply their visual discrimination skills while they improve their memory and concentration.

The program options that change the games add variety to the visual presentations and allow for selectivity in choosing particular word recognition skills to practice. The flexibility of the program provides challenging games for nonreaders, as well as for more advanced beginning readers.



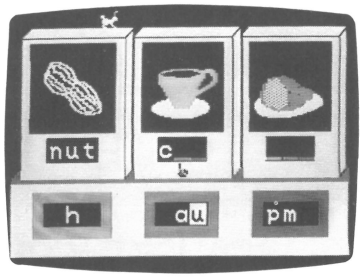
GAMES — CONCEPTS AND SKILLS PRESENTED

1. SORTER



- ☐ Identifying unfamiliar letters.
- ☐ Gaining speed in recognizing letters.
- ☐ Locating beginning, middle, and ending letters in C-V-C* words.
- ☐ Recognizing spelling patterns.

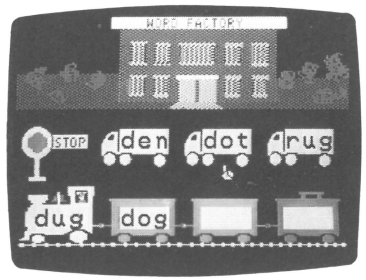
2. LABELER



- ☐ Locating letters in their beginning, middle, and ending locations in C-V-C words.
- ☐ Noticing middle vowel location in C-V-C words.
- ☐ Developing spelling skills.
- ☐ Associating words with pictures.

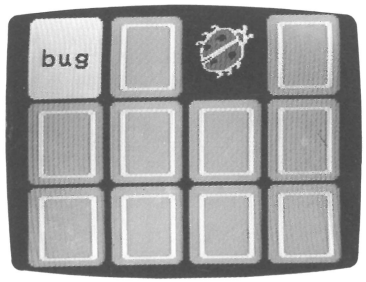
*consonant-vowel-consonant

3. WORD TRAIN



- ☐ Identifying words that differ by one letter from a given word.
- ☐ Using logic to sequence words: holding two variables (letters) constant while a third changes.

4. MATCHUP



- ☐ Associating and matching pictures with pictures, words, and parts of words.
- ☐ Matching words with words.
- ☐ Improving spatial awareness (up/down, left/right).
- ☐ Improving the ability to concentrate and remember.

ADDITIONAL ACTIVITIES

WORD SEARCH

There are eight words hidden in each puzzle below. All words have three letters. The words may go:

- across →
- down ↓
- diagonally ↗ ↘

Circle the words as you find them. If you can't find all eight words, turn to the Picture-Word List beginning on page 30. The words are listed there.

p	z	d	o	g
i	f	o	x	b
g	r	m	z	u
c	a	t	z	g
r	t	h	e	n

ANIMALS

m	a	t	x	p
y	r	u	g	a
f	z	b	e	d
i	a	m	o	p
p	e	n	c	s

HOUSE

m	e	n	r	y
o	a	l	i	p
m	x	v	b	y
d	a	d	e	z
c	l	e	g	t

PEOPLE

WORD PLAY

Play this game after your child is familiar with the Reader Rabbit games.

Word Play is a game for two or more players. All you need is the Word List on pages 28 and 29 of this guide.

The first player names a word from the Word List and then says either "beginning," "middle," or "ending." The other player must name the letter in that location. If the first player says "rug" and "ending," the second player names the letter "g."

The players take turns naming words, locations, and letters. The player who names all the letters correctly wins.

Variation 1:

This two-player game uses the Word List on pages 28 and 29 and the Picture-Word List beginning on page 30.

The first player names a word from the Word List. The other player identifies the ending letter and names a picture from the Picture-Word List that *begins* with that letter. If the first player says "mat," the second player may say "tug," or "tag," or "tub."

The players take turns naming words and pictures. The player who doesn't get stuck or make a mistake wins the game.

Tell your child not to name a word from the word list that ends in "X," such as fox or box, otherwise he or she will lose the game.

Variation 2:

Use the letters of the alphabet below. Players take turns naming words that begin with each letter. They may name words from the Word List or any word that begins with the given letter.

b c d f g h j k l
m n p r s t v w

WORD LIST

bad	bag	ban	bat	bed	beg
bet	bib	bid	big	bin	bit
bog	bop	box	bud	bug	bum
bun	bus	but			
cab	can	cap	cat	cob	cod
cog	cop	cot	cub	cud	cup
cut					
dab	dad	dam	den	did	dig
dim	din	dip	dog	don	dot
dub	dug				
fad	fan	fat	fed	fib	fig
fin	fit	fix	fog	fox	
gab	gap	gas	get	gig	gob
got	gum	gun	gut		
had	hag	ham	has	hat	hem
hen	hid	him	hip	his	hit
hog	hop	hot	hub	hug	hum
hut					
jab	jam	jet	jig	job	jog
jot	jug	jut			
keg	kid	kin	kit		
lab	lad	lag	lap	lax	led
leg	let	lid	lip	lit	lob
log	lop	lot	lug		

mad	man	map	mat	men	met
mid	mix	mob	mom	mop	mud
mug					
nab	nag	nap	net	nib	nip
nit	nod	not	nut		
pad	pan	pat	peg	pen	pep
pet	pig	pin	pit	pod	pop
pot	pun	pup	put		
rag	ram	ran	rap	rat	red
rib	rid	rig	rim	rip	rob
rod	rot	rub	rug	run	rut
sad	sag	sap	sat	set	sip
sit	six	sob	sod	sop	sub
sum	sun	sup			
tab	tag	tan	tap	tat	tax
ten	tin	tip	top	tot	tub
tug					
van	vat	vet	vim		
wag	wax	web	wed	wet	wig
win	wit				

PICTURE-WORD LIST

ANIMALS

bat

bug

cat

dog

fox

hen

pig

ram

rat

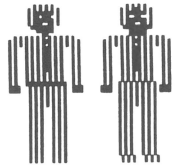
PEOPLE

dad

leg

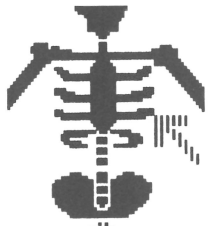
lip

man



men

mom



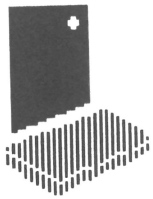
rib

vet

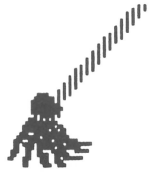
HOUSE

bed

fan

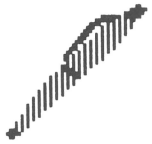


mat



mop

pad



pen

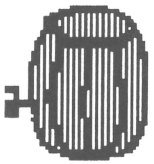
rug

tub

CONTAINERS

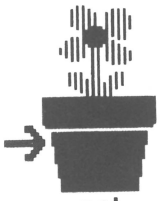
bag

box


keg

lid

net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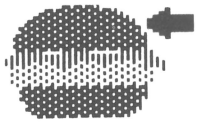
KITCHEN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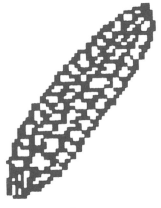
can


cob

cup

ham

jam

nut

pan

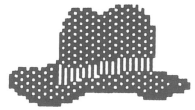
pot

PLAY AND WEAR

bat

bib

cap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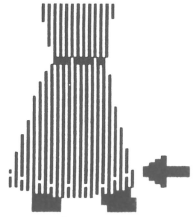
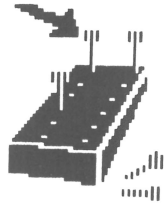

hem


peg

top

wig

VARIETY

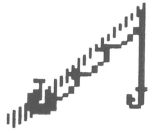
cot

dot

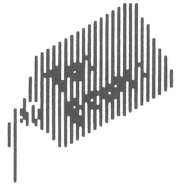
fan

pin

red


rod

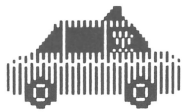
six


tag

ten

TRAVEL

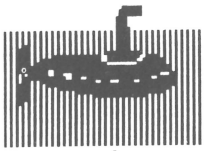
bus


cab

gas

jet

map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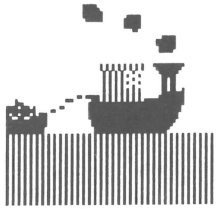

tug

van

OUTDOORS

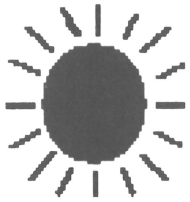
bud

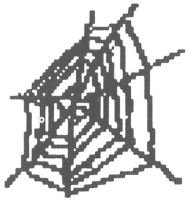
dam

fin

hut

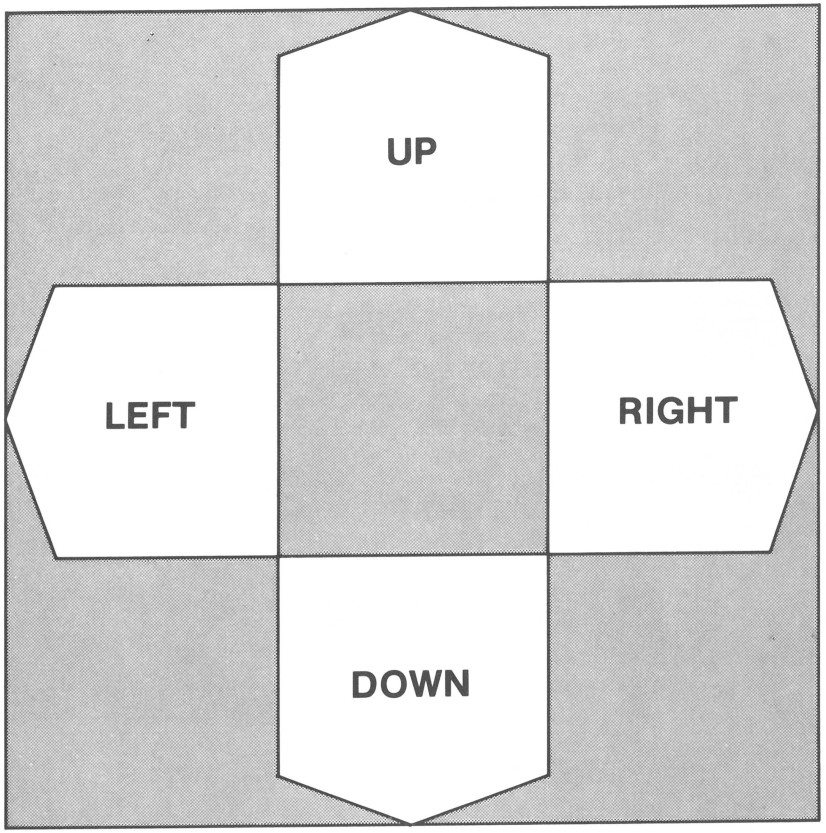
log


sun


web

KOALAPAD™ TOUCH TABLET OVERLAY

Photocopy this overlay and tape it to your KoalaPad Touch Tablet. To use the touch tablet, tap the arrow that points in the direction you want to move. One tap moves the hand pointer one space. Press either button on the touch tablet to select a letter, word or picture; start a game or clear away a game.



MORE FROM THE LEARNING COMPANY

READING

JUGGLES' RAINBOW Children develop reading and math readiness skills by playing with dancing rainbows, butterflies and windmills. Ages 3-6.

WORD SPINNER Reading becomes like a ride in an amusement park as children spin through the alphabet and learn the building blocks of reading — making three- and four-letter words. Ages 6-10.

MAGIC SPELLS Children sharpen spelling skills through an adventure world of castles, demons and wizards. Ages 6-10.

MATH

BUMBLE GAMES With Bumble, a friendly creature from the planet Furrin, children learn fundamental math skills and create computer graphics. Ages 4-10.

BUMBLE PLOT Children learn advanced math skills and create computer graphics by plotting positive and negative numbers. Ages 8-13.

ADDITION MAGICIAN Magical walls and an absent-minded magician teach fundamental addition skills and encourage flexible thinking about adding. Ages 6-10.

NUMBER STUMPER In the electronic version of a classic 14th century game of chance, children learn to add and subtract and also develop abstract reasoning and strategic thinking skills. Ages 6-10.

LOGIC AND PROBLEM SOLVING

GERTRUDE'S SECRETS While solving playful puzzles with Gertrude, the go-getter goose, children develop logical thinking skills. Ages 4-10.

GERTRUDE'S PUZZLES Children develop abstract thinking skills by solving complex logic puzzles in Gertrude's animated world. Ages 8-13.

MOPTOWN PARADE Children learn thinking and problem-solving skills by strategically arranging colorful Moppet characters. Ages 6-10.

MOPTOWN HOTEL In the fantasy world of Moptown, children learn to hypothesize and develop strategic thinking skills. Ages 9 and up.

ROCKY'S BOOTS Learn the basics of computer logic and circuitry by designing machines using simulated logic elements. Play 39 games or create your own. Ages 5-7.

ART

COLORASAURUS A brand new type of coloring book for young artists — children learn about colors, hues and matching. Ages 3-6.

TLC programs are available for major personal and home computers. Check with your dealer for product availability.